

# Building Multithreaded C# Applications with the Task Parallel Library

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GETTING STARTED WITH PARALLEL PROGRAMMING  
AND MULTITHREADING IN C#



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# Using the Task from the Task Parallel Library

```
Task.Run(() => {  
    // This code will execute on a different context  
});
```



# The Task from the Task Parallel Library

**Only executes on one thread**

```
Task.Run(() => {  
});
```



**Break down** a  
large **problem** and  
**compute** each  
piece **independently**



# Task Parallel Library

```
await Task.Run(() => {  
    // I'm an asynchronous operation that is awaited  
});
```

```
Parallel.Invoke(  
    () => { /* Parallel Thread 1 */ },  
    () => { /* Parallel Thread 2 */ },  
    () => { /* Parallel Thread 3 */ },  
    () => { /* Parallel Thread 4 */ },  
);
```



# Running Work on Another Thread


```
Task.Run(() => {  
    var msft    = Calculate("MSFT");  
    var googl   = Calculate("GOOGL");  
    var ps      = Calculate("PS");  
    var amaz   = Calculate("AMAZ");  
  
    return new [] { msft, googl, ps, amaz };  
});
```



# Running Work on Another Thread

```
Task.Run(() => {  
    var msft    = Calculate("MSFT");  
    var googl   = Calculate("GOOGL");  
    var ps      = Calculate("PS");  
    var amaz   = Calculate("AMAZ");  
  
    return new [] { msft, googl, ps, amaz };  
});
```

Goal is to run these on 4 different threads

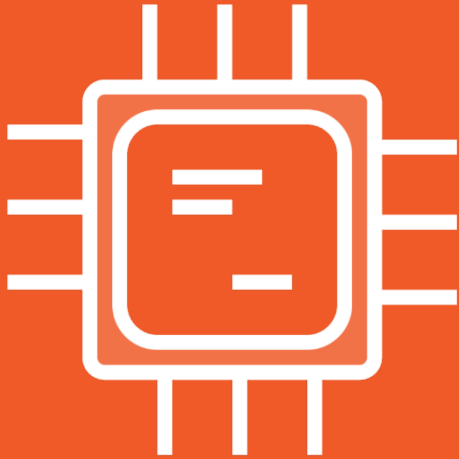


Get **help from** the  
**framework** to **optimize** the  
**parallel operation**





# Parallel Programming in .NET



Thread



Task Parallel Library

**Task Parallel Library**  
and its **Task** should be the  
**preferred way**  
to introduce  
**parallel programming**



```
Task.Run(() => {  
});
```

No need to care about lower-level threads

**Work may be scheduled on a new, or reused thread.**



# Parallel Programming with Task Parallel Library

```
Parallel.Invoke(  
    () => {},  
    () => {},  
    () => {}  
);
```



# Parallel Programming with Task Parallel Library

```
Parallel.Invoke(  
    () => {},  
    () => {},  
    () => {}  
);
```

```
Parallel.For(0, 10, (index) => {});
```



# Parallel Programming with Task Parallel Library

```
Parallel.Invoke(  
    () => {},  
    () => {},  
    () => {}  
);
```

```
Parallel.For(0, 10, (index) => {});
```

```
Parallel.ForEach(source, (element) => {});
```



**Task Parallel Library**  
**provides** a way to  
write **Parallel LINQ**  
**(PLINQ)**



# Parallel (Extensions)

Built on-top of the Task in the Task Parallel Library





# A Problem to Solve in Parallel

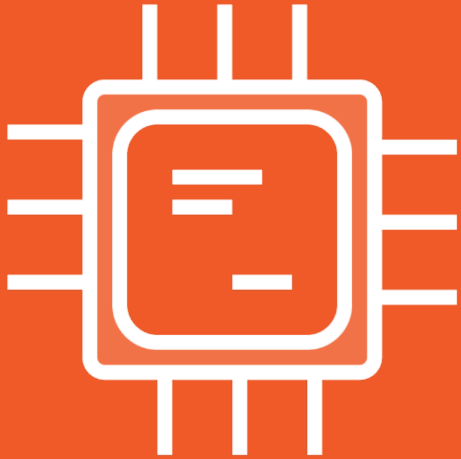
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**Parallel** will **ensure** that  
**work** is **distributed**  
**efficiently** on **the system**  
that **runs** the **application**



# When to Use Parallel Programming



CPU bound operations



Independent chunks of data

# Use the Parallel Methods

```
Task.Run(() => { });  
Task.Run(() => { });  
Task.Run(() => { });  
Task.Run(() => { });
```

```
Parallel.For(0, 4, (i) => {});
```

 **Automatically distribute the work**



There's **no guarantee** that  
the **operations** will **run** in  
**parallel**



# Your First Parallel Operation

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# The Parallel Methods Blocks the Calling Thread

`Parallel.Invoke(...);`

`Parallel.For(...);`

`Parallel.ForEach(...);`

**Block the calling thread until all  
the parallel operations completed**



# Deadlocking with the Parallel Class

```
Parallel.For(0, 4, (index) => {
```

```
    Dispatcher.Invoke(() => {  
        // Run on the UI Thread  
    });
```

```
});
```



**This causes a deadlock!**





**By default** calling  
these **Parallel** methods  
will **consume as much**  
**computer power** as  
**possible**



# Parallel Invoke

```
Parallel.Invoke(
```

```
    () => { /* Parallel Thread 1 */ },
```

```
    () => { /* Parallel Thread 2 */ },
```

```
    () => { /* Parallel Thread 3 */ },
```

```
    () => { /* Parallel Thread 4 */ }
```

```
);
```



# Parallel Invoke with Max Degree of Parallelism

```
Parallel.Invoke(  
    new ParallelOptions { MaxDegreeOfParallelism = 2 }  
  
    () => { /* Parallel Thread 1 */ },  
    () => { /* Parallel Thread 2 */ },  
  
    () => { /* Parallel Thread 1 */ },  
    () => { /* Parallel Thread 2 */ }  
);
```



Misusing **Parallel** in  
**ASP.NET** can cause **bad**  
**performance** for **all users!**



Next: Using Parallel and Asynchronous  
Principles Together

---



# Using Parallel and Asynchronous Principles Together

---



# Task Parallel Library

```
await Task.Run(() => {  
    // I'm an asynchronous operation that is awaited  
});
```

```
Parallel.Invoke(  
    () => { /* Parallel Thread 1 */ },  
    () => { /* Parallel Thread 2 */ },  
    () => { /* Parallel Thread 3 */ },  
    () => { /* Parallel Thread 4 */ },  
);
```



**Don't reinvent** this,  
**use** the **Task Parallel**  
**Library!**





# Next: Handling Exceptions

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# Handling Exceptions

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# Handling Exceptions

`Parallel.Invoke(...);`

`Parallel.For(...);`

`Parallel.ForEach(...);`

**Automatically validates the  
parallel operations.**



# This Will Throw an Aggregate Exception

```
Parallel.Invoke(  
    () => { throw new Exception("1"); },  
    () => { throw new Exception("2"); },  
    () => { throw new Exception("3"); },  
    () => { throw new Exception("4"); },  
);
```



**Not yet executed parallel  
operations will not be  
cancelled just because one  
operation fails**



Next: Processing a Collection of Data  
in Parallel

---



# Processing a Collection of Data in Parallel

---



# Normal Foreach vs Parallel.ForEach

```
foreach(var element in source)
{
    // Execute sequentially
}
```

```
Parallel.ForEach(source, (element) => {
    // Execute in parallel
});
```





# Normal Foreach vs Parallel.ForEach

```
foreach(var element in source)
{
    // Execute sequentially
}
```

```
Parallel.ForEach(source, (element) => {
    // Execute in parallel
});
```

**Automatically distributed  
work that runs in parallel**



The **performance benefits**  
will be **more obvious** with  
**larger collections** to  
**process**



Break **won't**  
automatically **stop**  
**running operations**



## Example: ParallelLoopState.Break()

```
Parallel.For(0, 100, (i, state) => {
```

```
    if(i == 50)
    {
        state.Break();
    }
```

```
});
```

**Scheduled iterations for indices lower than 50 will still start!**

**Only operations for indices over 50 won't be scheduled to start**



# Normal For vs Parallel.For

```
for(int i = 0; i < 10; i++)  
{  
    // Execute sequentially  
}
```

```
Parallel.For(0, 10, (i) => {  
    // Execute in parallel  
});
```

←  
Automatically distributed  
work that runs in parallel



## Example: Parallel.For

```
Parallel.For(0, 10, (i, state) => {  
  
});
```



# Example: Parallel.For

**Inclusive**



```
Parallel.For(0, 10, (i, state) => {  
  
});
```



**Exclusive**



# Creating Parallel Operations

```
Parallel.Invoke(...);
```

```
Parallel.For(...);
```

```
Parallel.ForEach(...);
```





# Summary



Implications of parallelism

Difference and similarities between parallel and asynchronous programming

Builds on-top of the Task in the Task Parallel Library

Works in any C# and .NET application

Every problem and machine won't benefit from parallelism

Break down a problem in small pieces and solve them independently

Use thread-safe collections like `ConcurrentBag<T>`



# Parallel.ForEach

```
Parallel.ForEach(source, (element) => {  
    // Execute in parallel  
});
```

 Automatically distributed  
work that runs in parallel



# The Parallel Methods Blocks the Calling Thread

`Parallel.Invoke(...);`

`Parallel.For(...);`

`Parallel.ForEach(...);`

**Block the calling thread until all  
the parallel operations completed**



# Parallel + Asynchronous

```
await Task.Run(() => { Parallel.Invoke(...); });
```

```
await Task.Run(() => { Parallel.For(...); });
```

```
await Task.Run(() => { Parallel.ForEach(...); });
```

